**Digital Nation**

The movie “Digital Nation” is about how technology impacts various types of people and organizations. The video opens up with students from MIT that are constantly on their phones doing things such as texting. The students interviewed stated that they feel that they can multitask, for example texting and studying, however, research done by Stanford University found that multitaskers are in fact bad at multitasking. Young people approximately spend 50 hours a week on digital media.

In South Korea, they have thousands of internet cafes that are open 24 hours a day. Youth sometimes stay overnight in these cafes to play video games and it was reported that some people even died after spending excessive amounts of time in gaming competitions. Gaming appears to be a major problem in South Korea and the government is concerned about addiction with the young people in this country.

In the U.S., technology has a tremendous impact on students. “Native students” are the children that are growing up with internet. “Immigrant students” are the older people in society who did not grow up with the internet. Technology has changed the way that educators are preparing their students. Basic skills such as reading and writing are declining; however, overall test scores and attendance in school are improving.

Besides technology changing the way we educate our students, there is a whole other reality that can be found online through virtual worlds. The game World of Warcraft has an intense group of followers that are fully immersed in this other world. There are groups of people that work together in this online world that are from all corners of the earth. The gamers state that these people are close and intimate friends and sometimes they meet at conventions. Another virtual world is Second Life which is meant to be a “new reality” instead of a game. IBM actually utilizes Second Life as a way to hold staff meetings with clients on the other side of the world. Staff that work at IBM also utilize Second Life to “virtually work” and will work remotely.

The U.S. military is also taking advantage of new technology. They recently piloted “virtual therapy” in 40 different VA hospitals as a way to help veterans with Post Traumatic Stress Disorder. They also use technology as a way to fight wars through the use of drones. One last way the military is using technology is through an “Army Experience Center” which is for kids 13 and up. Teenagers can come to this center and play games while talking to recruiters.

I found the video to be very interesting and informative. It demonstrated how technology is shaping the world we live in, not only in our country but abroad. I found it disheartening to see young adults ignoring each other and playing on their phones instead. I also think that in time people will forget how to communicate with each other. While I do see the way it is helping in education, I also see some drawbacks such as students declining in basic skills. Lastly, I found the use of an experience center to draw people to the Army discouraging, as it is used to target young teenagers who like to play video games. I do believe that technology is changing our world; whether or not for the better, that has yet to be determined.